

STRANGER THINGS

#303

THE CASE OF THE MISSING LIFEGUARD

With El and Max looking for Billy, Will declares a day without girls. Steve and Dustin go on a stakeout, and Joyce and Hopper return to Hawkins Lab.

EXT. HOPPER'S CABIN – FRONT YARD – NIGHT

Laughter can be heard from inside, alongside 'Angel' by Madonna.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

'Angel' by Madonna plays on the cassette player. Max dances around the room, using a hairbrush as a microphone. Eleven sits on her bed, looking through magazines.

MADONNA (ON CASSETTE PLAYER) and Max: (singing) You must be an angel...I can see it in your eyes...full of wonder and surprise...

Eleven opens a magazine to a spread on Ralph Macchio. Her eyes widen. Max notices and chuckles.

MAX: Oh, you found Ralph Macchio.

Max puts the hairbrush on the bedside table and kneels beside the bed.

ELEVEN: Macchio?

MAX: Yeah, he's the Karate Kid. Hai-yah!

Max makes a chopping motion, catching Eleven off guard. They both laugh.

MAX (CONT'D): He's so hot, right? I bet he's an amazing kisser, too.

Eleven gives Max a look.

MAX (CONT'D): Hey, uh...

Max moves to sit on the bed in front of Eleven.

MAX (CONT'D): Is Mike a good kisser?

ELEVEN: I don't know. He's my first boyfriend.

MAX: Ex-boyfriend.

Eleven looks sad.

MAX (CONT'D): Hey, don't worry about it. Okay? He'll come crawling back to you in no time, begging for forgiveness. I guarantee you, him and Lucas are, like, totally wallowing in self-pity and misery right now. They're like, "oh, I hope they take us back".

Max and Eleven both laugh.

MAX (CONT'D): God, what I wouldn't give to see their stupid faces.

Eleven looks at though she's thinking something over. Max looks confused.

MAX (CONT'D): What is it?

Eleven smiles.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

Eleven sits on the floor with her back against her dresser. Static plays on the radio. Eleven ties a blindfold around her head. Max sits on the bed, looking at Eleven.

MAX (CONT'D): Is this really gonna work?

Eleven nods.

MAX (CONT'D): Holy shit, this is insane.

ELEVEN: Max.

MAX: Yeah, quiet. I'm sorry.

Eleven takes deep breaths. Distorted voices can be heard.

MIKE (O.S.): (distorted) What's wrong with me? What did I do wrong?

LUCAS (O.S.): (distorted) Nothing.

INT./EXT. VOID

The static and voices stop. Eleven opens her eyes, seeing the boys in the Wheeler basement. Mike lies on the couch, eating a bag of Doritos. Lucas paces the room. Will sets up a D&D board.

MIKE: What did I do wrong? What could I have done wrong?

LUCAS: Do I have to go through this again?

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

ELEVEN: I see them.

Max moves to sit beside Eleven.

MAX: What are they doing?

ELEVEN: Eating.

INT./EXT. VOID

Mike's crunching echoes slightly. Eleven slowly walks towards them.

MIKE: I just don't understand what I did to deserve this.

LUCAS: Nothing. Nothing. That's my whole point. You are the victim here.

MIKE: I know. It's just, why is she treating me this way? I don't know.

LUCAS: Mike...

MIKE: What did I do wrong? What did I do wrong?!

LUCAS: Mike, stop. Relax. Just relax. Okay? Stop asking rational questions.

MIKE: I know, I know, you're right.

LUCAS: Yeah.

MIKE: Because women act on emotion and not logic.

LUCAS: Precisely. It's a totally different species.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

ELEVEN: They say we are "species".

Max looks confused.

MAX: What?

ELEVEN: "Emotion, not logic".

Max's eyes widen.

MAX: What?

INT./EXT. VOID

Lucas sits on the arm of the couch near Mike's feet.

WILL: Guys, it's ready.

LUCAS: Will, not right now.

WILL: They broke up with you. What else is there to talk about?

LUCAS: Tons.

MIKE: Yeah, we're trying to solve the great mystery of the female species.

Mike burps. It echoes slightly. Eleven looks disgusted. Mike chuckles.

MIKE (CONT'D): Dude, you can smell the nacho cheese.

Will groans.

LUCAS: I got that beat.

MIKE: What?

WILL: Oh, no.

MIKE: No, Lucas, no.

WILL: No!

Lucas raises his leg slightly and farts.

MIKE: Lucas! Lucas!

Lucas raises his leg even more and farts louder. Mike and Will groan.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

Eleven pulls her blindfold down and looks at Max.

MAX: What happened?

Eleven bursts into giggles and falls to the side.

MAX (CONT'D): What...what? What happened?

Eleven laughs, making Max laugh. The sound of a vehicle approaching makes Eleven sit up, with her and Max looking in the direction of the vehicle.

EXT. HOPPER'S CABIN – FRONT YARD – NIGHT

Hopper's truck pulls up.

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

Hopper opens the front door with a grunt, stumbling in before closing the door. He hears music playing from Eleven's room.

HOPPER: Hey!

There's no answer.

HOPPER (CONT'D): Hey!

Hopper marches towards Eleven's room.

HOPPER (CONT'D): When I say three inches, three-

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

Hopper throws open the door to Eleven's room. He stops short when he sees Max and Eleven laying on the floor, standing there like a deer in headlights.

MAX: Do you knock? Geez!

ELEVEN: Yeah! Geez!

HOPPER: Oh, hey. I'm sorry. I thought that, uh-

MAX: Mike's not here.

ELEVEN: Max wanted to have...a sleepover. Is that...okay?

HOPPER: Yeah. Yeah. Yeah. Yeah. Your parents know about it?

Max nods.

MAX: Yup.

HOPPER: Uh, yeah, it's cool. Yeah. That's...that's really cool.

Max and Eleven look slightly weirded out.

MAX: Did you need something?

HOPPER: No, no. Uh, I'll leave.

Hopper reaches for the handle and starts pulling the door closed.

HOPPER (CONT'D): I'll just let you...I'll leave you...

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

Hopper closes the door. He stands frozen for a few moments, processing what just happened. Then he smiles.

INT. HOPPER'S CABIN – KITCHEN – NIGHT

Hopper pours himself a mug of chianti.

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

Hopper flicks the TV on and sits on the couch, kicking up the footrest. He pushes his shoes off with his feet, glancing behind him at Eleven's room before looking back at the TV. He looks pleased.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

Max and Eleven sit on Eleven's bed, a board laid in front of them. An empty coke bottle rests in the middle of the board, and seven names are written in pieces of paper that sit on top: Steve, Dustin, Nancy, Mr. Wheeler, Mrs. Wheeler, and Mr. Clarke. Max writes down Billy's name and turns the paper inwards.

MAX: Holy shit, I can't believe we're really doing this.

Max sets the marker beside her.

MAX (CONT'D): Ready?

ELEVEN: Ready.

Eleven spins the bottle. It lands on Mr. Wheeler.

MAX and ELEVEN (IN UNISON): Mr. Wheeler.

MAX: Ugh. Boring.

ELEVEN: Yeah, boring.

MAX: Spin again.

Eleven reaches for the bottle but stops.

ELEVEN: Against the rules?

MAX: We make our own rules.

Eleven smiles. She spins the bottle. It lands on Billy.

MAX and ELEVEN (IN UNISON): Billy.

Eleven looks at Max. Max slides off the bed to grab the radio and blindfold.

MAX: Okay, look, I should just warn you, if he's with a girl or doing something gross, just get out of there right away before you're scared for life.

Max hands the blindfold to Eleven.

ELEVEN: Max-

MAX: No, I'm just saying, I'm serious. He's really gross.

ELEVEN: Max!

MAX: Okay, shutting up now.

Max tunes the radio to play static and sets it on the bed between her and Eleven. Eleven ties the blindfold around her head. Max watches her.

INT./EXT. VOID

Eleven opens her eyes, looking around confused. She looks to the right and sees Billy's car, headlights on and engine idling. She walks towards it, seeing the smashed windshield and the goo on the windshield. She looks inside the car but finds it empty, continuing around the car to find the boot open. There's the sound of Heather whimpering. Eleven looks off in its direction to see Billy hunched down on the ground, his back to Eleven.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

ELEVEN: I found him.

MAX: What's he doing?

ELEVEN: I don't know.

INT./EXT. VOID

BILLY: Don't be afraid.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

ELEVEN: He's...on the floor...

INT./EXT. VOID

BILLY: It'll be over soon.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

ELEVEN: Talking to someone.

INT./EXT. VOID

Eleven walks towards Billy. The whimpering continues.

BILLY: Just stay very still.

The whimpering continues. Heather gasps. Billy stands up, his back still to Eleven. Eleven looks at him, almost scared. Billy suddenly turns around and looks at her. Eleven's breath quickens.

INT. BRIMBORN STEELWORKS – BASEMENT – NIGHT

Billy looks behind him. Heather screams. Billy sees blurry visions of Eleven, as if he can see into the Void to see that she's there.

HEATHER: Billy!

Billy turns his body to fully face where Eleven is in the Void. Heather screams.

INT./EXT. VOID

Billy disappears into smoke.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – NIGHT

Eleven pulls her blindfold down, gasping and shaking.

MAX: What is it? What happened?

Eleven doesn't answer, staring at Max as she breathes quickly. She looks as though she might cry.

Cut to black.

MAIN TITLES.

CHAPTER THREE: THE CASE OF THE MISSING LIFEGUARD.

EXT. WHEELER HOUSE – FRONT YARD – DAY

The sky is dark, thunder rumbling. Ted attempts to mow the front lawn with one hand, using the other to keep his hat on.

INT. WHEELER HOUSE – BASEMENT – DAY

Mike lays asleep on the couch, with Lucas asleep on the floor. Will presses play on the cassette player. Loud medieval music starts playing. Lucas and Mike wake up suddenly, groaning.

LUCAS: Yes!

Lucas groans. He and Mike look at Will, who stands on the other side of the table. He's wearing wizard garb and holds a staff.

LUCAS (CONT'D): What are you doing?

MIKE: Yeah, Will, can you turn down the music?

WILL: Please address me by my full name.

MIKE: What?

Will taps the staff on the ground.

WILL: My full name!

MIKE: Oh, my God. Okay, Will the Wise, can you please turn down the music?

WILL: That is not music. That...is the sound of destiny! I have seen into the future, and I've seen that today is a new day, a day...free of girls!

LUCAS: What is happening right now?

MIKE: Will, come on.

Will bends down to be eye level with his D&D setup.

WILL: A tribe of villagers are under threat from an evil force from the swamps of Kuzatan.

MIKE: Will, it's so early.

Will stands up.

WILL: Is it? Is it early, Michael?

Mike and Lucas give each other confused looks.

WILL (CONT'D): Tell that to the villagers crying for you help, the children so frightened, they cannot sleep. Are you truly going to let them perish? Or are you going to come to their rescue and become the heroes you were always meant to be?

LUCAS: Uh...can I at least take a shower first?

INT. HOPPER'S CABIN – BATHROOM – DAY

Hopper turns the shower on, standing under it. He opens his mouth and gurgles the water as it streams into his mouth. He turns the water off and rubs his eyes.

HOPPER: Oh, God.

INT. HOPPER'S CABIN – BATHROOM – DAY

Hopper grabs a small bottle of Bufferin tablets.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Hopper walks out of the bathroom, a towel wrapped around his waist. He takes a Bufferin tablet as he walks towards the kitchen, tossing the bottle onto the small dining table.

INT. HOPPER'S CABIN – KITCHEN – DAY

Hopper opens the fridge and pulls out a carton of milk, drinking straight from the carton. He burps. He notices a note on the fridge door, reading 'GONE TO MAX'S, SLEEPING OVER – EL'. He grunts. A knocking at the door makes him look in its direction.

JOYCE (O.S.): Hopper? Are you there?

EXT. HOPPER'S CABIN – FRONT YARD – DAY

Joyce knocks on the door. Hopper opens the door, and her fist hits air.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Joyce walks in.

HOPPER: Oh! Look who it is!

Joyce walks into the kitchen.

JOYCE: We need to talk.

HOPPER: Yeah, we do.

Hopper slams the door shut.

HOPPER (CONT'D): I haven't been stood up like that since Alice Gilbert in the 9th grade.

Joyce dumps her bag out, the magnets inside spilling out. Hopper starts to pull his shirt on.

HOPPER (CONT'D): What are you doing?

Joyce doesn't answer.

HOPPER (CONT'D): Joyce. Hello?

Joyce looks at Hopper, a magnet in her hand.

JOYCE: Just watch.

Joyce puts the magnet on the fridge. It falls right off. She does it again. It falls off. Hopper watches in confusion as Joyce continues to try and fail to get magnets to stick to the fridge.

HOPPER: Okay, you're freaking me out.

Joyce stands up and leans on the kitchen counter, holding the magnet.

JOYCE: You slipped on this, remember?

Hopper sits on the back of the couch.

HOPPER: Yeah.

JOYCE: Yeah, it fell in the night. It lost its magnetism.

HOPPER: Oh, did it?

JOYCE: And the same exact thing happened at my house the day before.

HOPPER: Wow.

JOYCE: And I thought, "okay, that's weird". Right? Why are all these magnets suddenly losing their magnetism?

HOPPER: Uh-huh?

JOYCE: So, I went and saw Scott.

HOPPER: Scott. Who's Scott?

JOYCE: Scott Clarke.

HOPPER: Your child's science teacher?

JOYCE: He's pretty brilliant, actually. And I asked him, "how is this happening?" And he built this magnetic field using an AC transformer and plugging it into a solenoid. And...and with that solenoid, which basically-

Hopper stands up.

HOPPER: Slow down, slow down. I just want to get this exactly right, okay? You stand me up...

Joyce sighs.

HOPPER (CONT'D): No phone call, no apology, because you had to go to Scott Clarke's house.

JOYCE: Yeah.

Hopper scoffs, then chuckles.

HOPPER: You've outdone yourself, Joyce.

Hopper starts to walk away. Joyce follows.

HOPPER (CONT'D): You really have. No, you've outdone yourself.

Hopper picks up his undershirt from a chair and stands in the middle of the lounge room, Joyce behind him.

JOYCE: Oh, come on, Hop, you're not even listening to me. Scott was able to demagnetise some of the magnets, and he thinks-

HOPPER: I don't care what Scott thinks!

JOYCE: He thinks that a large-scale magnetic field could be built using some sort of machine or...or experimental technology.

HOPPER: He's brilliant, isn't he? He's really brilliant. Is he single too?

Hopper turns and heads towards his room.

Joyce scoffs.

JOYCE: What if it's them?

Hopper stops in the doorway of his room.

JOYCE (CONT'D): To build a machine like this, you need resources. You need scientists, you need funding, tens of millions of dollars.

Hopper steps away from the doorway to his room and turns slightly.

HOPPER: Joyce.

JOYCE: It can't just be a coincidence, Hopper. It has to be them.

Hopper turns to face Joyce.

HOPPER: Joyce, stop.

JOYCE: It has to be the lab.

Hopper walks towards Joyce.

HOPPER: It is impossible.

JOYCE: Well, then, prove it to me.

HOPPER: Prove it?

JOYCE: Yeah, take me back there.

HOPPER: To the lab.

JOYCE: Yeah, I wanna go back.

HOPPER: Because some magnets fell off your fridge.

JOYCE: Yes.

HOPPER: Okay, makes sense.

Joyce scoffs.

JOYCE: Thank you.

HOPPER: It makes sense. I'm sorry.

Hopper pretends to check the time on his watch that isn't on his wrist.

HOPPER (CONT'D): I'm a little busy right now, but I'm thinking maybe we can meet up there, like tonight, like seven o'clock?

Hopper backs away towards his room. Joyce follows.

HOPPER (CONT'D): You know, of course, unless something comes up which, you know, it will.

Hopper closes the curtain to his room.

JOYCE: You know...

INT. HOPPER'S CABIN – HOPPER'S ROOM – DAY

Hopper starts to get changed.

JOYCE (CONT'D)(O.S.): After everything that's happened...

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

JOYCE (CONT'D): This is no joke.

HOPPER (O.S.): No, I don't think it's a joke. I think that when I asked you out, I think you got scared.

INT. HOPPER'S CABIN – HOPPER'S ROOM – DAY

Hopper gets changed.

HOPPER (CONT'D): I think you're scared, and now, you're inventing things. You're inventing things to get worked up about so that you can push me away. Because God forbid any of us move on! Because that...that would be...I mean, that would be too much, right, Joyce? You know? That would be too much, wouldn't it, Joyce?

There's no answer.

HOPPER (CONT'D): Wouldn't it, Joyce?

There's no answer. Hopper looks at the curtain.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Hopper opens the curtain to find the cabin empty.

EXT. HOPPER'S CABIN – FRONT YARD – DAY

Hopper opens the door and walks out, looking around.

HOPPER (CONT'D): Joyce?

Hopper stands at the edge of the porch.

HOPPER (CONT'D): Joyce!

The door to shed slams open. Joyce walks out, carrying bolt cutters and a torch.

HOPPER (CONT'D): What the hell are you doing?

JOYCE: I need to borrow these.

Hopper sits on the stairs to put his shoes on.

HOPPER: No, you're not going back there.

Joyce doesn't say anything, continuing past Hopper. Hopper tries to put his shoes on quicker.

HOPPER (CONT'D): Joyce....Joyce, you're not going back there...

The sound of a car door opening can be heard. Hopper stands up and hops in its direction, trying to get his second shoe on.

HOPPER (CONT'D): Son of a bitch!

EXT. HAWKINS ROAD – DAY

Thunder rumbles overhead. Max and Eleven walk along the road in the direction of the Hargrove house.

MAX: It's gonna start pouring soon. We should be at the mall or, like, watching a movie or something.

ELEVEN: You don't believe me?

MAX: I believe you saw some weird stuff, totally, but you said Mike has sensed you in there before, right?

Eleven nods.

MAX (CONT'D): So maybe it was just like that. Maybe Billy just...sensed you somehow.

ELEVEN: But the screams.

MAX: Yeah, I know, but here's the thing. When Billy is alone with a girl, they make, like, really crazy noises.

ELEVEN: They scream?

MAX: Yeah, but, like...happy screams.

ELEVEN: Happy screams? What is happy screams?

MAX: It's like...I'm just gonna lend you my mum's Cosmo.

EXT. HARGROVE HOUSE – FRONT YARD – DAY

Max and Eleven reach the Hargrove house, staring at it from the road.

MAX (CONT'D): His car's not here.

Max looks at Eleven.

MAX (CONT'D): You really wanna do this?

Eleven nods.

INT. HARGROVE HOUSE – BILLY'S ROOM – DAY

Max pushes the door open. As she walks into the room, Eleven hangs back in the doorway.

MAX (CONT'D): Why do I get the feeling we're gonna find all kinds of wrong in here?

Max opens the top drawer of his Billy's bedside table to find Penthouse machines.

MAX (CONT'D): Ugh! Gag me with a spoon.

Max shuts the drawer.

INT. HARGROVE HOUSE – BATHROOM – DAY

Eleven pushes the door open and flicks the light on. She walks inside, followed by Max. Eleven walks over to the bath and finds it filled with water, empty ice bags floating on the surface.

ELEVEN: Max?

Max walks over and looks into the bath.

Max picks up an empty ice bag.

MAX: Ice. It's just ice. It's probably for his muscles or something. He works out like a maniac.

Eleven doesn't look convinced. She looks around and spots blood on the door to the cabinet. Eleven opens the cabinet door. She pulls out a green bucket.

MAX (CONT'D): El, what is it?

Eleven reaches into the bucket and pulls out a lifeguard fanny pack. Max starts to look concerned. Eleven reaches into the bucket and pulls out a bloody yellow whistle. She turns around, looking from the whistle to Max with trembling breaths.

INT. HAWKINS POST – DARK ROOM – DAY

Jonathan pulls down a photo of the rat in the cage in the Driscoll basement. He hands it to Nancy, who stands next to him, rifling through a small pile of other photos.

JONATHAN: You sure about this?

Nancy chuckles.

NANCY: You really are your mother's son, you know that?

JONATHAN: What's that supposed to mean?

NANCY: It means...you worry too much.

JONATHAN: Huh.

NANCY: I got this, okay?

Nancy and Jonathan kiss.

JONATHAN: Okay.

Nancy turns around and opens the door, walking out.

INT. HAWKINS POST – MEETING ROOM – DAY

Tom, Bruce, and the other men sit around the table. Nancy stands at the edge of the table. Tom reads through Nancy's evidence.

TOM: So, what exactly are we looking at here? Is this the Driscoll lady's stuff?

Tom passes Nancy's evidence to Bruce.

NANCY: No. No, see, that's the thing. I mean, listen, I thought she was crazy too, but-

JOURNALIST: She told me Johnson killed Kennedy.

A few of the men laugh.

NANCY: But, it turns out, she's not alone.

INT. HAWKINS POST – JOINT OFFICE AREA – DAY

Jonathan watches Nancy talk to the men through the closed meeting room windows.

NANCY (CONT'D): (muffled) Blackburn's Supply, Hawkins Farming...

INT. HAWKINS POST – MEETING ROOM – DAY

NANCY (CONT'D): The Crawleys, they've all had some supplies go missing, all in the past few days. And it's not just fertiliser. It's pesticides, cleaning supplies, diesel fuel. And that's just from one day of calling around. I mean...there's gotta be more.

BRUCE: Okay, wait, wait, wait. Let me get this little...

Bruce straightens Nancy's evidence.

BRUCE (CONT'D): Story of yours straight. So, little rodents have gone cuckoo in their furry little minds and they're running around the town of Hawkins, dining out on chemicals.

NANCY: I know how it sounds, but-

Bruce turns Nancy's evidence around to show her.

BRUCE: But you've got proof!

The men laugh. Bruce turns Nancy back around.

BRUCE (CONT'D): I mean, fellas, you gotta admit, it's a hell of a headline, right? "Hawkins Rodents Prefer Poison: Nutjob Tells All".

The men laugh. Bruce throws Nancy's evidence onto the table. Nancy looks disheartened.

TOM: Guys, that's enough.

The men stop laughing.

TOM (CONT'D): I think this is...big.

Nancy starts to look hopeful.

TOM (CONT'D): Bigger than one article. In fact, I think this has got to be a book.

Nancy smiles.

TOM (CONT'D): 'The Mysterious Case of the Missing Fertiliser', a Nancy Drew mystery.

The men laugh. Nancy's face falls. Tom stands up and tosses Nancy's evidence onto the table near her.

TOM (CONT'D): Next time a call comes in, do what you were hired for, and let us know, yeah?

NANCY: Ah...

TOM: We'll decide what's a real story and what's not.

Nancy reaches for her evidence.

NANCY: Okay.

Nancy turns around and exits the room, the men laughing as she goes.

BRUCE: Bye-bye, Nancy Drew.

INT. HAWKINS POST – JOINT OFFICE AREA – DAY

Nancy walks quickly away from the meeting room. Jonathan steps in front of her in an attempt to stop her, but she pushes past him.

JONATHAN: Hey, it's okay. Nancy. Nancy!

INT. SCOOPS AHOY – EATING AREA – DAY

Erica dings the bell, staring at Robin. Robin stands behind the counter, reading a book and listening to the recording using headphones. She faces away from the counter.

ERICA: (muffled) Excuse me.

Erica continues to ding the bell, but it's muffled.

ERICA (CONT'D): (muffled) Ahoy!

Robin finally notices Erica and her friends. She sighs, turning around and taking off her headphones as she leans against the back counter. Erica continues to ring the bell, then stops. She smiles.

ERICA (CONT'D): I'd like to try the peanut butter chocolate swirl, please.

ROBIN: No. No more samples today.

ERICA: Why not?

ROBIN: Because you're abusing our company policy.

ERICA: Where's the sailor man?

ROBIN: Sorry, he can't help you. He's busy.

Robin turns around.

ERICA: Busy with what?

Robin turns around.

ROBIN: Spycraft.

INT. STARCOURT MALL – FOOD COURT – DAY

Steve and Dustin hide behind a plant. Steve uses binoculars to look around at those in the food court.

DUSTIN: Do you see anything?

STEVE: Uh, I guess I don't totally know what I'm looking for.

DUSTIN: Evil Russians.

STEVE: Yeah, exactly. I don't know what an evil Russian looks like.

DUSTIN: Tall, blond, not smiling.

STEVE: Mmm-hmm?

DUSTIN: Also, look for earpieces, camo, duffle bags, that sort of thing.

STEVE: Right, okay, duffel bags.

Steve catches sight of Anna and Mark leaning on the balcony on the top floor.

STEVE (CONT'D): Oh, you've gotta be kidding me.

DUSTIN: What?

STEVE: Anna Jacobi's talking with that meathead Mark Lewinsky.

DUSTIN: Dude, if you're not gonna focus, just gimme the binoculars.

STEVE: Aw, Jesus Christ, whatever happened to standards?

Steve watches as Mark pretends to shoot a basketball into a hoop.

STEVE (CONT'D): I mean, Lewinsky never even came off the bench.

DUSTIN: Dude, you are the worst spy in history, you know that?

Dustin reaches for the binoculars, pulling them towards him. Steve grabs for the strap, which is around his neck.

STEVE: Stop, hey.

DUSTIN: Give me those.

Steve gets the strap off his neck. Dustin uses the binoculars to look around the food court.

STEVE: Stop.

Dustin: Besides, I don't get why you're even looking at girls anyway. You have the perfect one right in front of you.

STEVE: Seriously, if you say Robin again-

DUSTIN: Robin. Robin.

STEVE: No, don't.

DUSTIN: Robin.

STEVE: No.

DUSTIN: Robin, Robin, Robin.

STEVE: Stop, no.

DUSTIN: Robin.

STEVE: No, no.

DUSTIN: Robin. Robin. Robin.

STEVE: No.

DUSTIN: Robin.

STEVE: No.

DUSTIN: Robin.

STEVE: No! No, man, she's not my type. She's not even...in the ballpark of what my type is, all right?

DUSTIN: What's your type again? Not awesome?

Steve makes a face.

STEVE: Thank you.

DUSTIN: Hmm.

STEVE: For your information, she's still in school. And she's weird. She's a weirdo. And she's hyper. I don't like that she's hyper. And she did drama. That's a bad look. And she's in band?

Steve shakes his head.

STEVE: No.

DUSTIN: Now that you're out of high school, which means you're technically an adult, don't you think it's time you move on from primitive constructs such as popularity?

STEVE: Oh, primitive constructs? That some stupid shit you learned at Camp...

Steve looks at Dustin's hat.

STEVE (CONT'D): Know...nothing?

DUSTIN: Camp Know Where, actually. And no, it's shit I learned from life.

STEVE: Hmm.

DUSTIN: Instead of dating somebody because you think it's gonna make you cooler, why not date somebody you actually enjoy being around? Like me and Suzie.

STEVE: Oh, Suzie. Yeah, you mean "hotter than Phoebe Cates". Yeah, that Suzie. And, uh, let's think about it, how exactly did you score that beautiful girlfriend? Oh, yeah. With my advice. Because that's how this works, Henderson. I give you the advice, you follow through. Not the other way around, all right, pea-brain?

EXT. WHEELER HOUSE – FRONT YARD – DAY

The sky is dark. Thunder rumbles. It starts to rain.

WILL (O.S.): Do you guys hear that? It sounds like...thunder.

INT. WHEELER HOUSE – BASEMENT – DAY

Will, Mike, and Lucas sit around the table. Mike and Lucas look disinterested. Orchestral music plays softly from a cassette player.

WILL (CONT'D): But, no, wait. That's not thunder. It's...

Will reaches over his Dungeon Master screen and places some figurines on the D&D board.

WILL (CONT'D): A horde of juju zombies! Sir Mike, your action.

Mike looks at Lucas.

MIKE: What should I do?

LUCAS: Attack?

MIKE: Okay, I attack with my flail.

Mike rolls a die.

WILL: Whoosh! You miss. Your flail clanks the stone, the zombie horde lumbers towards you, and...

Will rolls a die.

WILL (CONT'D): The juju bites your arm. Flesh tears! Aah! Seven points of damage.

Mike grabs at his arm.

MIKE: (sarcastically) Oh, no, my arm. Lucas, look, my arm.

Lucas snickers. Will looks a little upset. He looks at Lucas.

WILL: Sir Lucas, the zombie horde roars! Do you fight back or do you run?

Before Lucas can answer, the phone rings. They all look towards it. Will stands up.

WILL (CONT'D): No! It's a distraction! A trap. Do not answer it.

Mike and Lucas look at each other and get up, moving to the phone.

WILL (CONT'D): What...no!

Mike picks up the phone.

MIKE: Ei? No. Sorry, not interested.

Mike turns around.

MIKE (CONT'D): Telemarketers.

LUCAS: Maybe we should just call them.

MIKE: We can do that?

LUCAS: I think so.

MIKE: Yeah, but what would we say?

WILL: We'll say nothing! The Khuisar tribe still needs your help.

MIKE: All right, then. I'll use my torch to set fire to the chambers, sacrificing ourselves, killing the jujus, and saving the Khuisar. We all live on as heroes in the memories of the Kalamar.

LUCAS: Victory.

Mike and Lucas high five.

WILL: Okay.

Will throws his staff onto the table.

WILL (CONT'D): Fine.

Will grabs his hat and throws it to the ground.

WILL (CONT'D): You guys win.

Will presses stop on the cassette player.

WILL (CONT'D): Congratulations.

MIKE: Will, I was just messing around.

Will doesn't answer, facing away from Mike and Lucas as he pulls his cloak off. Mike moves towards the table, trying to get Will's attention as he packs up his things.

MIKE (CONT'D): Hey, let's finish for real. How much longer is the campaign?

WILL: Just forget it, Mike.

MIKE: No, you want to keep playing, right?

LUCAS: Y-yeah, totally.

MIKE: We'll just call the girls afterwards.

WILL: I said forget it, Mike. Okay? I'm going home.

Mike pushes past Lucas to follow him. Lucas stands there. He sighs.

EXT. WHEELER HOUSE – CARPORT – DAY

It's raining outside. Will opens the door and starts to walk towards the driveway, rifling through his backpack as he stands at the edge of the garage. Mike follows him.

MIKE: Will, come on. You can't leave. It's raining.

WILL doesn't say anything.

MIKE (CONT'D): Listen, I said I was sorry, all right? It's a cool campaign. It's really cool. We're just not in the mood right now.

Will turns to face Mike as he pulls his backpack on.

WILL: Yeah, Mike. That's the problem. You guys are never in the mood anymore. You're ruining our party.

MIKE: That's not true.

WILL: Really? Where's Dustin right now?

Mike can't answer.

WILL (CONT'D): See? You don't know and you don't even care. And obviously he doesn't either and I don't blame him. You're destroying everything, and for what? So you can swap spit with some stupid girl?

MIKE: El's not stupid. It's not my fault you don't like girls.

Will looks hurt. Mike looks regretful.

MIKE (CONT'D): I'm not trying to be a jerk. Okay? But we're not kids anymore. I mean, what did you think, really? That we were never gonna get girlfriends? That we were just gonna sit in my basement all day and play games for the rest of our lives?

WILL: Yeah.

Will sniffles.

WILL (CONT'D): Yeah, I guess I did. I really did.

Will gets onto his bike.

MIKE: Will.

Will doesn't answer, starting to ride away.

MIKE (CONT'D): Will!

Will rides into the rain and away from the Wheeler house.

MIKE (CONT'D): Will, come on!

EXT. HAWKINS COMMUNITY POOL – POOL AREA – DAY

Rain hits the water in the pool. Beach balls float abandoned. Kids chatter and squeal as they run away from the pool, trying not to get wet.

EXT. HAWKINS COMMUNITY POOL – DAY

Max parks her bike outside and follows Eleven inside.

EXT. HAWKINS COMMUNITY POOL – ENTRANCE – DAY

The girls walk up to the counter, where the pool manager and pool assistant sit in the room.

MAX: Excuse me.

The pool manager doesn't look up from his magazine.

POOL MANAGER: No one in the water until 30 mins after the last strike. And don't try and argue with me. You wanna get electrocuted, go climb a tree.

MAX: Yeah, we don't care. We're not here to swim. Or get electrocuted.

Eleven reaches into her rain jacket and pulls out Heather's lifeguard fanny pack.

ELEVEN: We found this.

The pool manager looks up.

MAX: Does that belong to anybody here?

POOL MANAGER: Oh, yeah. That's Heather's. I'll get it back to her.

ELEVEN: We could give it back to her.

POOL MANAGER: You could. 'Cept she's not here. Bailed on me today.

Max and Eleven share a look.

POOL MANAGER (CONT'D): What is this? You girls want a reward or somethin'?

MAX: No. We're just...good Samaritans.

Eleven looks behind them at the notice board, seeing a group of photos of lifeguards labelled with names. She walks towards it, followed by Max. They look at the photo of Heather.

MAX (CONT'D): Heather. Do you think you can find her?

POOL ASSISTANT: No way!

Eleven turns to see the pool manager and pool assistant in the room, both laughing. She looks back at the photo of Heather and rips it off.

INT. HAWKINS COMMUNITY POOL – WOMEN'S ROOM – DAY

Eleven grabs a diving mask from a locker, then sits in the middle of the locker room and starts duct taping it. Max walks into the shower stalls and turns the water on in each of them. Eleven drops the photo of Heather in front of her. Max sits on a bench beside her, watching. Eleven lowers the mask over her eyes.

INT./EXT. VOID

Eleven walks towards a mailbox with the number 1438 hanging from it. She touches the mailbox, finding it to be wet. A red door materialises off to the left. Eleven looks at it, hand still on the mailbox.

INT. HAWKINS COMMUNITY POOL – WOMEN'S ROOM – DAY

MAX: What do you see?

ELEVEN: A door. A red door.

INT./EXT. VOID

Eleven slowly walks towards the door, carefully pushing it open. It swings open with a creak, revealing a bathtub on the other side. Eleven slowly walks towards the bathtub, finding it filled with water and ice. She looks down into it with a nervous expression, almost scared. Heather suddenly sits up in the bathtub with a gasp, making Eleven jump slightly. Heather looks at Eleven with pleading eyes.

HEATHER: (echoing) Help me.

Heather is dragged under the ice by an unseen being. Eleven screams and tries to reach for her, but the bathtub disappears into a cloud of smoke. Eleven breathes heavily. The ground below her turns into a black sea, with Eleven held above the surface by an unseen barrier. Heather is pulled down into the depths, screaming and reaching for Eleven. Eleven tries to reach for her but is unable to do anything.

HEATHER (CONT'D): (echoing) Help me!

Eleven sticks her head into the sea as she tries to reach for Heather. Heather is pulled deeper and deeper until she disappears completely.

ELEVEN: (muffled) No!

INT. HAWKINS COMMUNITY POOL – WOMEN’S ROOM – DAY

Eleven pulls the mask off, gasping.

MAX: What happened? El!

Eleven looks around, panting. She looks at Max, as if to try and say what happened, when she looks away. She puts her head in her hands.

EXT. HAWKINS LAB – DAY

Hopper’s truck pulls up.

EXT. HAWKINS LAB – DAY

Hopper and Joyce stand behind the boot. Hopper reaches in and grabs bolt cutters and two torches.

EXT. HAWKINS LAB – DAY

Hopper and Joyce walk towards the bolted front door. Hopper cuts through the chain.

INT. HAWKINS LAB – FOYER – DAY

Hopper opens the doors and steps inside, followed by Joyce. They both wave around torches.

HOPPER: Hello? Anybody home? We come in peace.

Joyce can’t help but stare at the spot Bob died.

Flashback to #208. Hawkins Lab foyer. Bob noticing Joyce and turning around, smiling.

Joyce stares at the spot Bob died.

Flashback to #208. Hawkins Lab foyer. A demodog leaping at Bob and knocking him to the ground.

Joyce stares at the spot Bob died.

JOYCE (O.S.): No!

Flashback to #208. Hawkins Lab foyer. A demodog clawing into Bob’s side. Bob screaming.

Joyce stares at the spot Bob died. Bob’s scream echoes.

Flashback to #208. Hawkins Lab foyer. A demodog biting into Bob’s chest. Bob screaming.

Joyce stares at the spot Bob died.

JOYCE (CONT’D)(O.S.): No!

Joyce scream echoes.

FLASHBACK – INT. HAWKINS LAB – FOYER – DAY

A demodog bites into Bob’s chest. He reaches for Joyce with a bloody hand. Joyce’s scream echoes.

HOPPER (O.S.): Let’s go!

Joyce’s scream echoes.

INT. HAWKINS LAB – FOYER – DAY

HOPPER (CONT'D): Joyce.

Joyce snaps out of her daze to find Hopper leaning against a wall, staring at her.

HOPPER (CONT'D): You okay?

JOYCE: I'm fine.

Hopper looks unconvinced.

HOPPER: You want to wait in the car?

JOYCE: I said I'm fine.

Joyce moves further into the room. Hopper lets out a small sigh and turns around, leading the way.

INT. HAWKINS LAB – HALLWAY – DAY

Hopper and Joyce round the corner and into a room. Above the doorway, the light on the camera starts blinking.

INT. STARCOURT MALL – FOOD COURT – DAY

There's distorted laughter and indistinct chatter as Dustin uses the binoculars to scan the area. He finds a blonde man wearing black sunglasses, a black jacket, and carrying a blue duffel bag.

DUSTIN: Target acquired.

STEVE: Where?

DUSTIN: Ten o'clock. Sam Goody's.

Steve reaches for the binoculars.

STEVE: Give me that.

Steve uses the binoculars to look for the man, spotting him.

STEVE (CONT'D): Shit. Duffel bag.

Steve and Dustin look at each other.

STEVE and DUSTIN (IN UNISON): Evil Russian.

INT. STARCOURT MALL – ESCALATORS – DAY

The man stands on the one going up, looking around and stepping off. Dustin and Steve run up the escalator after him.

INT. STARCOURT MALL – HALLWAY – DAY

Steve and Dustin attempt to work their way through the crowd while following the man.

DUSTIN: Slow down.

STEVE: We're losin' him.

DUSTIN: You're getting too close.

Steve bumps into a mall goer.

MALL GOER: Watch it, dickwad.

The man stops and starts to turn around to look. Steve and Dustin quickly move to the side and pretend to do things. Steve hides behind a plant. Dustin picks up a phone.

DUSTIN: (monotone) Hello. Yes. I am fine. How are you?

The man turns around and keeps walking. Steve and Dustin wait a few moments before continuing to follow him.

INT. STARCOURT MALL – HALLWAY – DAY

Steve and Dustin lean out from behind a pillar. They watch as the man walks into Jazzercise and starts walking to the front, the class full of women.

MAN: All right, everyone, listen up!

The man unzips the duffel bag.

MAN (CONT'D): I just have one question for you. Who...is ready to sweat?

The man takes his sunglasses off before pulling a boom box out of the duffel bag. The women cheer.

MAN (CONT'D): That's right!

'Wake Me Up Before You Go-Go' by Wham! starts playing from the boom box. The man unzips his jacket.

MAN (CONT'D): Okay! Let's start it nice and easy now. Let's move our thighs.

The man moves his hips.

MAN (CONT'D): Yeah!

The women cheer. Steve and Dustin watch with confused expressions.

MAN (CONT'D): Yeah, ladies, warm it up.

The women move along with the man, following his movements.

MAN (CONT'D): Bring it down to your hips. Start feeling that burn, everywhere, down in the loins, right?

Steve watches with wide eyes, mouth agape.

MAN (CONT'D): Come on, ladies, show me what you got. Slow now. Just isolate.

Dustin watches with a confused expression.

MAN (CONT'D): Ooh, tip that up. That feels good!

INT. SCOOPS AHOY – EATING AREA – DAY

Robin sits on the counter, one leg hanging off. She holds a drink as she reads over the translation written on her notepad, headphones around her neck.

ROBIN: "The week is long. The silver cat feeds when blue meets yellow in the west. A trip to China sounds nice if you tread lightly".

Robin takes a sip of her drink, before setting it and the notepad down to grab the dictionary.

ROBIN (CONT'D): "Tread lightly"?

Robin flicks through the dictionary. There's a knocking on the back door. Robin sighs and sets the dictionary down, pulling her headphones off and setting them down.

INT. SCOOPS AHOY – BACK ROOM – DAY

Robin slides open the window to the back room and swings her legs around, hopping off the counter into the back room. She runs over to the back door and opens it to find a delivery man on the other side.

DELIVERY MAN: Delivery for you.

ROBIN: Thank you.

Robin takes the delivery from the delivery man and puts it on the bench behind her. She turns back to him, signing the paperwork he hands to her. She notices 'LYNX TRANSPORTATION' written on his shirt above his breast pocket, then looks up to see 'LYNX' written on his hat. The delivery man raises his eyebrows as if to question Robin. She hands the paperwork back.

DELIVERY MAN: Have a nice day.

ROBIN: Yeah, you too.

INT. STARCOURT MALL – BACK CORRIDOR – DAY

The delivery man walks away from Scoops Ahoy, wheeling other deliveries. Robin runs out to look at him, seeing 'LYNX TRANSPORTATION' written on the back of his shirt below an image of a silver lynx.

ROBIN (CONT'D): Silver cat. Silver cat.

INT. SCOOPS AHOY – EATING AREA – DAY

Steve and Dustin walk into the store and head towards the back.

STEVE: You know, Robin, you're not gonna believe who Dustin thought was a Russian.

DUSTIN: You did too.

STEVE: No, I did not.

Robin pushes past Steve and Dustin to leave the store.

DUSTIN: Yes, you did.

STEVE: No, I did not.

Steve and Dustin turn to watch Robin leave.

INT. STARCOURT MALL – FOOD COURT – DAY

Robin runs out of Scoops Ahoy and into the middle of the food court, holding her notepad and standing on a ledge of the fountain to get an unobstructed view.

ROBIN: "A trip to China sounds nice".

Robin looks around.

ROBIN (CONT'D): A trip to China sounds nice. A trip to China sounds nice. A trip to China sounds nice.

Robin catches sight of Imperial Panda, the Chinese restaurant.

ROBIN (CONT'D): A trip to China sounds nice.

Robin looks down at her notepad.

ROBIN (CONT'D): "If you tread lightly".

Robin looks around.

ROBIN (CONT'D): If you tread...

Robin catches sight of Kaufman Shoes on the upper level.

ROBIN (CONT'D): If you tread lightly.

Robin looks down at her notepad before looking around.

ROBIN (CONT'D): "When...when blue and yellow meet in the west". When blue meets yellow...

Robin catches sight of the large clock, with the minute hand coloured yellow and the hour hand coloured blue.

ROBIN (CONT'D): In the west.

STEVE: Robin.

Robin looks down to see Steve and Dustin walking towards her. They stand under her, looking at her with confused expressions.

STEVE (CONT'D): What are you doing?

ROBIN: I cracked it.

STEVE: Cracked what?

Robin jumps down.

ROBIN: I cracked the code.

INT. HAWKINS POST – LUNCH ROOM – DAY

Nancy works to make coffee. She opens a cabinet, jumping at the rubber rat taped to the inside by its tail. The men laugh.

BRUCE: Oh-ho-ho! Oh!

The men laugh.

BRUCE (CONT'D): There it is!

Nancy turns around to see Bruce and a few other men looking at her, all laughing.

BRUCE (CONT'D): Careful! It might have rabies!

Bruce puts his hands beside his head and chitters, pretending to be a rat. The men laugh. Nancy grabs the rubber rat and pulls it down, looking at it in her hand.

BRUCE (CONT'D): Better get that thing outta here. You don't want it eatin' the tires off your car.

INT. HAWKINS POST – DARK ROOM – DAY

Jonathan stands inside, leaning on the counter as he develops some photos. Nancy opens the door.

JONATHAN: Come on!

Jonathan turns around as Nancy closes the door. She tosses the rubber rat to him.

JONATHAN (CONT'D): What-

Jonathan catches the rubber rat and looks at it, then at Nancy.

JONATHAN (CONT'D): What's this?

NANCY: Proof.

JONATHAN: Proof?

Nancy walks towards Jonathan and stands beside him.

NANCY: They said they wanted proof, right? So let's give it to 'em.

JONATHAN: A rubber rat?

NANCY: No, the real rat. Driscoll's rat. You said yourself it looked sick. We can take it to an animal control centre, they can run some blood tests on it, figure out what's wrong with it-

JONATHAN: Whoa, Nancy, slow down. Tom didn't ask for proof. He asked us to drop the story.

NANCY: That's because he didn't believe us.

JONATHAN: Nancy.

NANCY: I'm right.

JONATHAN: That's not the point.

NANCY: Then what's the point?

JONATHAN: The point is that you should've thought about that before you talked to them. All right? They're assholes, okay? I get it. But it's just some stupid story.

NANCY: Oh, it's stupid?

JONATHAN: It's stupid to get fired over.

NANCY: No one's going to fire us.

Jonathan leans on the counter.

NANCY (CONT'D): Look, if you don't want to go, that's fine. Just...

Nancy holds her hand out.

NANCY (CONT'D): Give me the keys.

Jonathan stands up, holding the keys out.

JONATHAN: You're relentless, you know that?

Nancy raises an eyebrow. Jonathan sticks the keys into his pocket.

JONATHAN (CONT'D): Come on.

Jonathan grabs his jacket and moves to leave the room. Nancy grins.

INT. HAWKINS LAB – GATE OBSERVATION ROOM – NIGHT

Hopper pushes open the flaps on the door and walks inside, followed by Joyce. They head through the decontamination chamber and into the Gate room.

INT. HAWKINS LAB – LOWER GATE ROOM – NIGHT

Hopper walks up to the sealed Gate, running his hand over the concrete. Joyce stands next to him. Hopper knocks on the concrete. He looks at Joyce.

HOPPER: Nobody's home.

Hopper walks away. Joyce stays, looking at the concrete and running her hand over it.

HOPPER (CONT'D): All the cavities have been filled.

Hopper looks at Joyce.

HOPPER (CONT'D): I watched them do it, Joyce.

Joyce closes her eyes.

Flashback to #108. The Gate room. Hopper and Joyce wearing hazmat suits as they enter the Gate.

Flashback to #108. Hawkins Library in the Upside Down. Hopper and Joyce finding Will with a vine attached to his face.

FLASHBACK – INT. HAWKINS PUBLIC LIBRARY – HALLWAY – UPSIDE DOWN

Hopper gives CPR to Will while Joyce cries.

JOYCE: Will!

Flashback to #209. Hopper's cabin's lounge room. Will convulses as the Mind Flayer leaves his body, shrieking.

INT. HAWKINS LAB – LOWER GATE ROOM – NIGHT

Joyce opens her eyes and turns to look at Hopper.

HOPPER: It's over.

Joyce walks away from the sealed Gate, looking around.

HOPPER (CONT'D): It's over.

Joyce sits on a small piece of scaffolding.

JOYCE: I feel like I'm losing my mind.

HOPPER: You're not losing your mind.

Hopper walks away.

HOPPER (CONT'D): Not any more than I am.

Hopper leans on a pole.

HOPPER (CONT'D): You know, the other day, I almost shot Betsy Payne's dog because it came rushing at me from behind this fence, and I...I swear to God, I thought it was one of those things.

Hopper moves to stand in front of Joyce.

HOPPER (CONT'D): You know that I'm keeping a close eye on things, right?

JOYCE: Yeah.

HOPPER: Because it's important to me. It is important to me that you feel safe. That you and your family feel safe. I want you to feel like this can still be your home.

Joyce sighs.

HOPPER (CONT'D): What? You didn't think I'd find out about that?

Joyce averts her eyes briefly.

HOPPER (CONT'D): Gary called me. He said he's fixing up your house to put on the market.

Hopper leans one hand against a pole.

HOPPER (CONT'D): The kids know yet?

Joyce doesn't say anything, averting her eyes. Hopper walks over and sits on the ground in front of her, looking up at her. She sighs.

HOPPER (CONT'D): After Sara...I had to get away. I had to get the hell out of that place, you know? Outrun those, uh...those memories, I guess.

Hopper chuckles slightly.

HOPPER (CONT'D): I mean, why do you think I ended up back in this shithole?

Joyce chuckles slightly.

HOPPER (CONT'D): But you have something that I never had. You have people that know what you've been through. You have people that care about you. Right here. In Hawkins.

JOYCE: You mean...you mean, people like Scott Clarke.

A hint of sadness and slight jealousy appears in Hopper's eyes.

JOYCE (CONT'D): That was a joke.

Joyce chuckles lightly. Hopper exhales sharply.

HOPPER: Mmm.

Hopper chuckles. A clanging off in the distance puts both of them on edge. They shine their torches in its direction, standing up.

JOYCE: What's that?

INT. HAWKINS LAB – GATE OBSERVATION ROOM – NIGHT

Hopper looks through the door into the hallway.

HOPPER: Wait here.

INT. HAWKINS LAB – HALLWAY – NIGHT

Hopper steps through the door and into the hallway. He looks around before turning a corner. There's a faint rattling, and he looks to the right to see a door creaking as it closes, the door clicking shut. He pulls out his gun and turns the safety off.

EXT. BYERS HOUSE (HAWKINS) – FRONT YARD – NIGHT

It's pouring down, thunder clapping and lightning flashing. Mike and Lucas bike towards the house, rain jackets on. They drop their bikes in front of the porch and walk towards the door, pulling their hoods down. Mike bangs on the door.

MIKE: Will! Will, I'm sorry, man, all right? I was being a total asshole. Please, can you just come outside and we'll talk?

There's no answer. Mike bangs on the door.

MIKE (CONT'D): Will!

Lucas moves to look through the lounge room window. He knocks on the window.

LUCAS: Hey, Will! Come on, man! We're sorry!

Lucas knocks on the window.

EXT. HAWKINS WOODS – CASTLE BYERS – NIGHT

A light is on inside.

LUCAS (CONT'D)(O.S.): Will!

INT. CASTLE BYERS – NIGHT

Will sits on the makeshift bed, flicking through a water damaged comic book. He closes it and throws it to the side, scoffing. He sighs, looking around. He catches sight of a Best of Dragon magazine, dripping with water.

MIKE (O.S.): Something is coming, something hungry for blood.

FLSHBCK – INT. WHEELER HOUSE – BASEMENT – NIGHT

Mike, Will, Dustin, and Lucas sit around the table, playing D&D.

WILL: What is it?

DUSTIN: What if it's the Demogorgon? Oh, Jesus, we're so screwed if it's the Demogorgon.

LUCAS: It's not the Demogorgon.

INT. CASTLE BYERS – NIGHT

Will looks around, catching sight of a Will the Wise drawing.

MIKE (O.S.): Will, your action!

WILL (O.S.): Fireball!

FLSHBCK – INT. WHEELER HOUSE – BASEMENT – NIGHT

Mike, Will, Dustin, and Lucas sit around the table, playing D&D. Will rolls the dice. The boys cheer.

DUSTIN: Fourteen!

MIKE: Direct hit! Will the Wise's Fireball...

INT. CASTLE BYERS – NIGHT

MIKE (CONT'D)(O.S.): Hits the thessalhydra!

Will looks around. The boys' cheering echoes off screen. Will catches sight of two photos of the party: one of them winning a science trophy, and one of them in their Ghostbusters costumes. Will picks up the photo of the Ghostbusters costumes. Off screen, the boys start singing the Ghostbusters theme.

FLSHBCK – EXT. HAWKINS MIDDLE SCHOOL – BIKE RACK – DAY

Mike, Dustin, and Lucas park their bikes as Will walks towards them.

MIKE, DUSTIN, and LUCAS (IN UNISON): (singing) Who you gonna call?

WILL: (singing) Ghostbusters!

INT. CASTLE BYERS – NIGHT

Will stares at the photo of the Ghostbusters costume.

LUCAS (O.S.): Egon!

WILL (O.S.): Venkman!

Will looks as though he might cry.

WILL (CONT'D): Stupid.

Will starts to cry.

WILL (CONT'D): So stupid.

Will tears the photo in half and throws it to the ground. He reaches for the Will the Wise drawing.

WILL (CONT'D): So stupid.

Will balls up the Will the Wise drawing and throws it to the ground. He grabs a magazine and throws it to the ground.

WILL (CONT'D): Stupid.

Will starts to sob, reaching for his baseball bat and standing up.

EXT. HAWKINS WOODS – CASTLE BYERS – NIGHT

Will walks outside, turning to look at Castle Byers, sobbing. He starts to yell as he uses the bat to break Castle Byers, hitting it over and over again. He throws the bat to the ground and starts using his hands to tear it apart. He drops to the ground, sobbing.

EXT. DRISCOLL HOUSE – NIGHT

Nancy and Jonathan run through the rain to get to the house. They stand on the porch, looking through the window in the door. Nancy knocks on the door.

NANCY: Mrs. Driscoll?

Nancy knocks on the door.

JONATHAN: Oh, she must not be home.

NANCY: She's an 80-year-old woman and it's pouring. Where else would she be?

Nancy starts to turn the door handle.

JONATHAN: Whoa, what are you doing?

NANCY: Maybe she fell. Or something.

JONATHAN: Nancy-

Nancy pushes open the door and walks inside, looking around. Jonathan stays on the porch.

NANCY: Mrs. Driscoll?

JONATHAN: Seriously?

NANCY: Mrs. Driscoll?

Jonathan looks around before walking inside, closing the door behind him.

INT. DRISCOLL HOUSE – KITCHEN – NIGHT

Nancy and Jonathan walk into the kitchen, looking around.

NANCY (CONT'D): It's Nancy. From the Hawkins Post.

INT. DRISCOLL HOUSE – DINING ROOM – NIGHT

Nancy and Jonathan round the corner and find the door to the basement ajar. They slowly walk towards it. Nancy looks at Jonathan.

INT. DRISCOLL HOUSE – BASEMENT – NIGHT

Nancy opens the door, looking inside. Jonathan stands next to her.

NANCY (CONT'D): Mrs. Driscoll?

INT. DRISCOLL HOUSE – BASEMENT – NIGHT

Nancy and Jonathan walk down the stairs. Nancy turns the lights on when they reach the bottom, looking around. They find empty bags of soil resting on a flat pile of soil not far from the stairs. There's a squeal in another part of the basement, followed by chittering. Nancy and Jonathan look at each other. They quickly pick up weapons from the small table next to them, staring in the direction of the noise. There's snarling and chomping. They walk towards it. Nancy and Jonathan cautiously

round the corner, looking into the space of the noise. They find Mrs. Driscoll standing by a table, squealing and snarling as she shovels soil into her mouth. Nancy and Jonathan stare at her, confused.

NANCY (CONT'D): Mrs Driscoll?

Mrs. Driscoll turns to look at them. She groans.

INT. STARCOURT MALL – NIGHT

The clock hands both near 9 o'clock.

EXT. STARCOURT MALL – ROOFTOP – NIGHT

Steve, Dustin, and Robin sit on top of the roof, wearing rain jackets and looking down at the delivery zone. Dustin uses binoculars to see more clearly. Two guards stand watch as a delivery truck backs up, both of them carrying guns.

ROBIN: Look for Imperial Panda and Kaufman shoes.

Dustin watches as a delivery man wheels a trolley of boxes towards the delivery room, whistling.

DUSTIN: They're with that whistling guy, ten o'clock.

STEVE: What do you think's in there?

DUSTIN: Guns, bombs?

ROBIN: Chemical weapons?

DUSTIN: Whatever it is, they're armed to the teeth.

Steve rubs the rain from his eyes.

STEVE: Great. That's great.

Dustin watches as one of the guards uses a key card to open the delivery room. The delivery man wheels the trolley inside.

ROBIN: Hey, what's in there?

DUSTIN: It's just more boxes.

Steve reaches for the binoculars.

STEVE: Let me check it out.

Dustin wrestles with Steve.

DUSTIN: No, I'm still looking.

STEVE: Lemme see it.

DUSTIN: Hang on!

Dustin wrestles the binoculars away. They hit the edge of the roof with a loud clang. The guards grabs their guns. Steve, Dustin, and Robin quickly move to turn around and lay down.

DUSTIN (CONT'D): Duck!

Steve, Dustin, and Robin pant as they try to stay hidden. Steve and Robin clutch each other's hands. When they realise, they let go.

EXT. STARCOURT MALL – LOADING ZONE – NIGHT

The guards hold their guns ready, scanning the roof to try and spot what made the noise. One of the guards moves out into the rain to try and get a better look. Neither of them see anything.

GUARD 1: (in Russian) Stay here! Watch the door!

The first guard moves towards the building to get onto the roof. The second guard backs up to protect the delivery room.

EXT. STARCOURT MALL – ROOFTOP – NIGHT

The first guard slams open the door and runs out, looking around. There's nothing there.

INT. STARCOURT MALL – BACK CORRIDOR – NIGHT

Steve, Dustin, and Robin quickly walk towards Scoops Ahoy.

ROBIN: Well, I think we found your Russians.

INT. HAWKINS LAB – HALLWAY – NIGHT

Hopper exits a room, looking around with his gun ready. There's a clanging in the distance. He walks in the direction of the noise, checking rooms as the sound of metal scraping can be heard. He comes across a room with the door ajar. He stands outside the door, waiting.

HOPPER: This is Hawkins Chief of Police! Come out with your hands up!

There's no answer.

HOPPER (CONT'D): You hear me? Hands up!

INT. HAWKINS LAB – ROOM – NIGHT

Hopper kicks the door down, quickly whipping his gun and torch around. There's no one there, but the door outside is open. He walks over to it, pushing it further open and looking outside. Lightning flashes, illuminating Grigori behind him. Grigori grabs Hopper by the shoulders, catching him off guard, and knees his gun out of his hand, making it drop to the ground. Grigori wraps his arm around Hopper's neck and starts punching him in the lower back. Hopper starts to back up, grunting. He throws his head back and hits Grigori in the head. Grigori stumbles backwards and hits the filing cabinet, pulling Hopper with him. Grigori pushes Hopper forward, slamming him against half of the door, and punches his back. He then pulls Hopper away from the door and slams him onto the desk, punching him over and over again in the back. Hopper groans in pain. Grigori pulls Hopper back slightly, who swings at him. Grigori ducks, then punches Hopper in the jaw. He then kicks Hopper in the knee, making him drop to the ground. Hopper turns his head to look up at Grigori, who kicks him in the head. Hopper groans, landing against the window.

INT. HAWKINS LAB – HALLWAY – NIGHT

Joyce exits the room, looking around.

JOYCE: Hopper! Hopper!

INT. HAWKINS LAB – ROOM – NIGHT

Joyce rounds the corner and is horrified to find Hopper laying on the ground. She walks over to him.

JOYCE (CONT'D): Hopper!

Joyce kneels on the ground next to Hopper, shaking him.

JOYCE (CONT'D): Hopper! Hopper!

Joyce hears the sound of a motor revving and looks up. She stands up and walks towards the door.

EXT. HAWKINS LAB – NIGHT

Joyce walks through the door and onto the balcony, watching as Grigori drives away on a motorbike. As he drives away, she does her best to read the number plate through the rain.

EXT. HAWKINS ROAD – NIGHT

Max and Eleven ride Max's bike towards the Holloway house in the rain.

EXT. HOLLOWAY HOUSE – FRONT YARD – NIGHT

Max stops riding, her and Eleven standing over the bike as they look at the house.

MAX: Is this it?

Eleven nods. She and Max look at each other.

INT. HOLLOWAY HOUSE – FOYER – NIGHT

Eleven uses her powers to unlock the door. It swings open, creaking.

INT. HOLLOWAY HOUSE – HALLWAY – NIGHT

Max and Eleven walk in, pulling their hoods down. Light string music plays from another room. Max spots a photo on the wall and walks towards it, followed by Eleven. It's the Holloway family: Tom, Janet, and Heather.

MAX (CONT'D): This is her house.

ELEVEN: What?

MAX: Heather's house.

The sound of a woman laughing in another room makes Max and Eleven look in that direction.

INT. HOLLOWAY HOUSE – DINING ROOM – NIGHT

Tom, Janet, and Billy sit around the dining table, with one chair left empty. Janet laughs.

BILLY: Isn't that cute, huh?

JANET: He's so funny.

Tom, Janet, and Billy look up as Max and Eleven round the corner.

BILLY: Max.

Max looks a little embarrassed to have found the trio having a normal dinner. Eleven looks confused. Tom and Janet stare at the girls, slightly confused.

MAX: We didn't mean to...barge in. We tried to knock, but...maybe you didn't hear us over the storm.

TOM: I'm sorry, who is this dripping all over my living room right now?

Billy chuckles.

BILLY: I'm sorry. Janet, Tom, this...is my sister, Maxine.

JANET: Oh!

Billy gets up and starts to walk towards the girls. Tom still looks a little confused.

BILLY: What on earth are you doing here? Is something wrong?

MAX: We just wanted to make sure everything was okay.

BILLY: Okay? Why wouldn't it be okay?

ELEVEN: Where is she?

Billy looks at Eleven. A hint of recognition flashes in his eyes.

BILLY: I'm sorry. Where is who?

HEATHER: Well, they're a little burnt, I'm sorry-

Eleven looks towards the kitchen as Heather walks in carrying a tray of cookies. Heather stops short when she sees Max and Eleven. Max and Eleven both look confused, but Eleven more so.

BILLY: Heather! This is my sister, Maxine. And, I'm sorry, I did not quite catch your name.

Eleven looks from Heather to Billy.

ELEVEN: El.

BILLY: El. Now, what is it you were saying, El? You were looking for somebody?

Eleven looks at Heather. She stammers as she tries to speak.

ELEVEN: I...I saw...I saw you-

MAX: Your manager. At the pool. He said you guys didn't come in for work today, so we got worried.

BILLY: Heather wasn't feeling so hot today, so we thought we'd take the day off to nurse her back to health.

Billy looks at Heather.

BILLY (CONT'D): But you're feeling just fine right now, aren't you, Heather?

HEATHER: I'm feeling so much better.

Billy looks at Eleven. She stares at him, looking unconvinced, but she doesn't say anything.

HEATHER (CONT'D): Do you girls want a cookie?

Heather holds the tray out.

HEATHER (CONT'D): They're fresh out of the oven.

EXT. HOLLOWAY HOUSE – FRONT YARD – NIGHT

Max picks up her bike. She and Eleven start to walk towards the road. Billy watches them as he closes the door, then continues to watch them through the small window beside the door. He focuses on Eleven as she and Max climb onto Max's bike and ride away, his brows furrowed.

Flashback to #209. The Gate. Eleven using her powers to try and close the Gate.

Billy watches through the small window next to the door.

Flashback to #209. The Gate. One of the Mind Flayer's tendrils snakes out of the Gate and starts moving towards Eleven.

Billy watches through the small window next to the door.

Flashback to #209. The Gate. The Mind Flayer's tendril seems to hit an invisible wall and spreads out, unable to reach the elevator. Eleven screams.

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Flashback to #209. The Gate. Eleven screams as she uses her powers to push the Mind Flayer's tendril back while closing the Gate.

Billy watches through the small window next to the door.

Flashback to #209. The Gate. Eleven screams as she uses her powers to push the Mind Flayer's tendril back while closing the Gate.

Billy watches through the small window next to the door.

Flashback to #209. The Gate. Eleven closes the Gate, pushing the Mind Flayer's tendril back in.

Flashback to #209. The Gate. Eleven's screams distort as the Gate closes, sealing shut. There's silence. Blackness. The Gate opens.

Billy watches through the small window next to the door. Black tendrils snake in the whites of his eyes.

EXT. HAWKINS WOODS – CASTLE BYERS – NIGHT

Will sits in front of the destroyed Castle Byers, soaked through. There's a fluttering sound, and the hairs on the back of his neck stand up. He reaches his hand up to touch it. Will stands up, looking around.

MIKE: Will!

Will breathes heavily as he looks around. Mike and Lucas run up to him.

LUCAS: Will!

MIKE: What happened? Are you okay?

Will turns around.

WILL: He's back.

INT. HOLLOWAY HOUSE – DINING ROOM – NIGHT

Tom, Janet, and Heather sit around the dining table.

DON MCLEAN (ON RECORD PLAYER): (singing) He was singing...bye-bye Miss American Pie...

Billy walks into the room and heads towards his seat.

HEATHER: Is everything all right?

BILLY: Yes. Everything's fine.

JANET: Your sister really didn't want to stay?

BILLY: No, she's just not...

Billy sits down.

BILLY (CONT'D): You know, really a people person.

JANET: Well, I just don't like the idea of them out there in the storm like that.

TOM: Oh, they'll be fine.

Janet nods. She reaches for her glass of wine but knocks it over. She immediately attempts to clean it up.

JANET: Oh!

TOM: I told you to slow down on that wine, Janet.

JANET: Yes, darling.

HEATHER: Are you okay, Mummy?

JANET: Yes, I'm...I'm just...feeling a little light headed is all.

TOM: Hmm. It's all that wine.

Billy and Heather look at each other.

JANET: I'm sorry. Um, if you'll excuse me, I'm just gonna go upstairs and lie down for a bit.

Janet pushes her chair back and walks towards the lounge room. Billy and Heather look at each other.

INT. HOLLOWAY HOUSE – LOUNGE ROOM – NIGHT

Janet faints, landing in the middle of the floor.

INT. HOLLOWAY HOUSE – DINING ROOM – NIGHT

Tom quickly gets up.

TOM: Janet?

DON MCLEAN (ON RECORD PLAYER): (singing) ...half-time air was sweet perfume...

Billy grabs a small bottle of liquid from the ground.

INT. HOLLOWAY HOUSE – LOUNGE ROOM – NIGHT

Tom rounds the corner and finds Janet on the ground.

TOM: Janet? Janet?

Tom kneels beside Janet, shaking her.

TOM (CONT'D): Janet!

INT. HOLLOWAY HOUSE – DINING ROOM – NIGHT

Heather picks up the wine bottle and slides out of her chair. Billy tips the liquid onto a napkin.

TOM (CONT'D): Janet! Call 911!

INT. HOLLOWAY HOUSE – LOUNGE ROOM – NIGHT

Heather stands behind Tom. Tom turns his head to look at the dining room.

TOM (CONT'D): Call 91-

Heather hits Tom, knocking him to the ground.

INT. HOLLOWAY HOUSE – DINING ROOM – NIGHT

Billy sets the bottle down on the table and slides out of his chair.

DON MCLEAN (ON RECORD PLAYER): (singing) ...never got the chance...

INT. HOLLOWAY HOUSE – LOUNGE ROOM – NIGHT

Tom grunts as he tries to drag himself along the floor away from Heather. Billy joins Heather, handing her the napkin. Heather walks towards Tom, while Billy stays near the dining room. Heather steps on Tom's back, topping him and making him groan. She grabs his hair and pulls his head up, making him groan in pain. She keeps her head next to his, the two of them low to the ground.

HEATHER: I'm really sorry about this, Daddy, but it'll all be over soon, I promise.

Heather puts the napkin over Tom's nose and mouth, holding it in place. Tom screams, but the screams are muffled by the napkin. A small smile crosses Billy's face.

DON MCLEAN (ON RECORD PLAYER): (singing) ...we started singing...bye-bye Miss American Pie...

There's a thunderclap.

Cut to black.

END EPISODE.